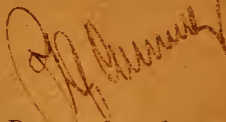


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BAYONET TRAINING MANUAL

A handwritten signature in dark ink, appearing to read "J. H. Munroe", is written over the title area.

Prepared at the
SCHOOL OF ARMS
Fort Sill, Okla.

ARMY WAR COLLEGE, FEBRUARY, 1918

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WAR DEPARTMENT, *

WASHINGTON, February 26, 1918.

The following "Bayonet Training Manual," prepared at the School of Arms, Fort Sill, Okla., is approved and published for the information and guidance of the Armies of the United States.

[062.1 A. G. O.]

BY ORDER OF THE SECRETARY OF WAR,

JOHN BIDDLE,

Major General, Acting Chief of Staff.

OFFICIAL:

H. P. McCAIN,

The Adjutant General.

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SECTION I.

INTRODUCTORY.

The Spirit of the Bayonet.

1. It is an easy matter to teach the few simple technical details of bayonet combat, but an instructor's success will be measured by his ability to instil into his men the will and desire to use the bayonet. This spirit is infinitely more than the physical efforts displayed on our athletic fields; more than the enthusiasm of the prize-ring; more, even, than the grim determination of the firing line—it is an intense eagerness to fight and kill hand to hand, and is the overwhelming impulse behind every successful bayonet assault.

Bayonet fighting is possible only because every red-blooded man naturally possesses the fighting instinct. This inherent desire to fight and kill must be carefully watched for and encouraged by the instructor. It first appears in a recruit when he begins to handle his bayonet with facility, and increases as his confidence grows. With the mastering of his weapon there comes to him a sense of personal fighting superiority and a desire for physical conflict. He knows that he can fight and win. His practice becomes snappy and full of strength. He longs to test his ability against an enemy's body; to prove that his bayonet is irresistible. He pictures an enemy at every practice thrust and drives home his bayonet with strength, precision and satisfaction. Such a man will fight as he has trained—consistently, spiritedly, and effectively. While waiting for the zero hour he will not fidget nervously. He will go over the top and win.

Successful training implies that men will use on the battlefield what they have learned on the drill-ground. To do this a man must move to the attack possessed not only of a determination to win, but also of a perfect confidence in his third

arm—the rifle. Such a confidence is born only of long, constant practice, which is the very essence of bayonet training.

Without this, a bayonet assault will fail. The man who bores in at a dead run enjoys the advantage of a superior morale. The man who waits to fence loses his own nerve and helps the enemy take heart. The enemy may have a longer weapon than ours. This gives him the advantage if we stand off and fence, but gives us the advantage if we close with him.

The growth of the spirit of the bayonet is fostered by short talks on what has already been accomplished with the bayonet. The men must be thoroughly informed of probable treachery on the part of the enemy. They must be informed of the possible enemy tricks of pretending to surrender or to be wounded, only to fire upon or bayonet their prospective captors the instant they lessen their aggressiveness.

The bayonet is the deciding factor in every assault, and the soldier must realize that its successful employment requires of him not only individual physical courage, but also perfect discipline and a thorough knowledge of teamwork. In a bayonet fight the nerviest, best disciplined and most skillful man wins—the will to use the bayonet plus cold steel and thorough training assure success.

Continuous Training.

2. The perfect confidence of the soldier in his weapon as required by this manual is the outcome only of long, continuous practice. To this end bayonet training will be kept up at all times except while actually in the trenches.

Development of the Individual.

3. It is absolutely essential that each man be taught to think and act for himself, and there must be no interval of time between the thinking and the acting. To attain this end, make the men use their brains and eyes to the fullest extent by carrying out the practices, so far as possible, without words of command, *i. e.*, by demonstration. Cause them to parry sticks, to thrust at a shifting target as soon as it is stationary, etc. The class should always work in pairs and act on the principle of “master and pupil” alternately. This in itself tends to develop individuality and confidence. Sharp, jerky words of command produce mechanical movements of the piece and will not be used. Rapidity of movement and alertness of mind are taught by various quickening exercises and games which require

quick thinking and instantaneous muscular response. Boxing, wrestling, and all kinds of rough-and-tumble fighting play an important rôle in the development of the individual.

Teamwork.

4. While actual bayonet combat is individual, each man must understand from the very first that he is fighting for his side and not for himself alone. It follows, therefore, that he must be familiar with the tactical employment of the bayonet. He must not only know *how*, but *when* and *when not* to use it. For instance, it is absurd for a bayonet man to chase a retreating enemy and stab him in the back; he has a bullet in his rifle for just that purpose. Again, the man who, forgetting that he is only a member of the team, rushes ahead of his comrades is always needlessly killed, thus helping the enemy and wasting his own life, as well as the time and efforts of the country he is trying to serve. Perfect teamwork is required in order to have a good line in the attack, but it is of more importance there than on dress parade.

The bayonet man is frequently called upon to act as protector to his constant comrade, the grenade-thrower, who is practically unarmed. This one fact requires that the bayonet man be familiar with the tactics of both weapons—bayonet and grenade—in mopping-up parties, trench raids, shell holes, and assaulting waves.

The supreme test of a soldier's training is to demand of him that he hold a position at the point of the bayonet. In such cases he must know just how to coordinate himself with the grenadiers and machine-gunners. He must know just what kind of a counter charge to make and exactly when to start it.

Finally, there is for the instructor to consider the close relation between controlled rifle fire and the bayonet, the last—and perhaps the most important—phase of bayonet training.

SECTION II.

EQUIPMENT.

5. The rifle must always be in good condition—clean, oiled, and in perfect working order. Care must be taken that the object representing the enemy be incapable of injuring the

bayonet or butt. Only light sticks are to be used for parrying practice with the rifle.

The chief causes of injury to the bayonet are: Delivering a sweeping point instead of a true or direct point, failure to withdraw the bayonet clear of the dummy before advancing and placing the dummies on hard, unprepared ground.

Discs.

6. For practicing direction there must always be an aiming mark on the dummy. Cardboard discs, 3 inches in diameter, can be improvised for this purpose. By continually changing the position of the disc the life of the dummy can be considerably prolonged. Five or six circles can be painted on the dummies to take the place of discs; the discs, however, will always be used in competitions. A number of circles, painted white, make the best marks.

Dummies.

7. Dummies, representing in size the trunk of a body, should be constructed of brushwood whenever available; failing this, use sacks filled with the material at hand that will offer most resistance to penetration and withdrawal without injuring the bayonet. Dummies must be so suspended that they offer the most resistance to the attacker and at the same time can be easily replaced.

Withdrawal Boards.

8. The withdrawal board is an instrument used to impress upon the mind of the student the amount of resistance to be expected in withdrawing the bayonet after a thrust. It can be constructed of a barrel stave or other board of similar dimensions, hinged at the top to a 4 x 4-inch upright, the lower end being left free. The instructor causes the student to place his bayonet between the upright and the board, and then presses upon the free end of the board, thus clamping the bayonet between the board and the upright. The amount of pressure exerted by the instructor varies with the resistance which it is desired to illustrate.

Other, Apparatus.

9. Service Rifle and Bayonet.—Scabbard on bayonet, except when practicing on dummies or withdrawal boards.

Plastrons, masks, and gloves—one set for each man.

The Training Stick is a light stick, 5 feet to 5 feet 6 inches

long and $\frac{3}{4}$ inch to 1 inch in diameter, padded at one end and provided at the other with a light rope or wire thrusting ring having a diameter of 3 inches. One for each man.

The Wooden Rifle.—Same outline as the service rifle, except that the part which corresponds to the bayonet is in prolongation of the barrel, no attempt being made to have the bayonet below the barrel, as this would weaken the junction. The balance is the same as the service rifle, and the weight nearly the same. A tennis ball, fastened to the end by canvas strips, makes the best pad. Hair or excelsior will answer. One for each man.

Unless this very important part of a soldier's training equipment becomes an article of issue, it can be sawed out of a piece of timber 2" x 6" x 5', and trimmed into shape by hand. The length of the wooden rifle, with tennis ball attached, can be made the same as the Model 1917 rifle, with bayonet fixed. No effort should be made to use the present fencing rifle. It is worse than useless.

Boxing gloves and a wrestling mat are essential parts of the equipment. They are indispensable in developing close and rough-and-tumble fighting.

Trench System.

10. There must be one or more trench systems for use in the assault training, trench and obstacle jumping, mopping-up

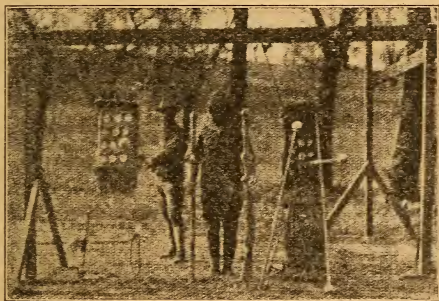


PLATE 1-A.—DUMMIES AND COMBAT EQUIPMENT.

parties, trench raiding, and, in general, for the tactical application of the principles of the bullet, bayonet and grenade combined.

No effort is, or should be, made to prescribe a type trench system. The instructor knows now what he wants; the details are left to his own ingenuity. If the terrain is suitable for the construction of dugouts, moving and pendulum targets, dummies, etc., a combined course will easily result.

The proper construction and upkeep of the dummies and the repair of the assault training courses form part of the duties of the officers directly responsible for this part of the training.

SECTION III.

SPECIAL FEATURES OF THE BAYONET AND SUGGESTIONS TO INSTRUCTORS ON CARRYING OUT BAYONET TRAINING.

Requirements of Good Bayonet Work.

11. To attack effectively with the bayonet requires *nerve*, *good direction*, *strength*, and *quickness* during a state of wild excitement and probably physical exhaustion.

Killing Range.

12. The maximum killing range of the bayonet is about 5 feet (measured from opponent's eyes to your own), but more often the killing is at closer quarters—at 2 feet or less—when troops are struggling *corps à corps* in the trenches or darkness.

Bayonet an Offensive Weapon.

13. Remember always that the bayonet is essentially an offensive weapon. Rush straight at an opponent with the point threatening his throat and deliver the thrust wherever an opening presents itself. If no opening is obvious, one must be made by deflecting the opponent's piece or by threatening him on one side and driving in on the other. But keep boring in. The man who fails to take advantage of an opening of one-fifth of a second in which to thrust may lose his life.

In a bayonet assault all ranks go forward *to kill or be killed*. and only those who have developed skill and strength by constant training will be able to kill.

There is no sentiment about the use of the bayonet. It is a cold-blooded proposition. The bayonet fighter *kills or is killed*. Few bayonet wounds come to the attention of the surgeon.

Length of Lessons and Practice.

14. As it is not the intention nor is it necessary to make the technique of bayonet fighting difficult, long detail is quite unnecessary, and serves only to make the work monotonous. All instruction must be carried out on common-sense lines. It should seldom be necessary to give a demonstration more than two or three times, after which the individual should acquire the correct position by practice. For this reason, a lesson or daily practice should rarely last more than one hour, given in two parts of half an hour each. Remember that nothing kills interest so quickly as monotony.

Strive for simplicity in all explanations. Do not quibble over minutiae. Insist on basic principles only. Each man has his own individual way of fighting.

Work Made Interesting.

15. Interest in the work is to be created by explaining the reasons for the various positions, the method of handling the rifle and bayonet, and the uses of the thrusts. Questions should be put to the men in order to ascertain whether or not they understand these reasons. When men realize the object of their work they naturally take a greater interest in it. The instructor must have the men consider him a trainer and helper. Competitions arouse and maintain interest in the work.

Progression.

16. Under the plan as herein prescribed, the work is carefully divided into successive steps, and this progression must not be delayed in order to obtain correct positions and good direction. These points having been properly covered in the instruction, their proficiency, quickness, and strength result from continual practice.

Physical Development.

17. Every officer and soldier must be brought to the highest state of physical development and kept in that condition. A man must train with the bayonet as a champion trains for a contest in which his title is at stake.

In order to encourage dash and gradually strengthen the leg

muscles, from the beginning of the training all classes should be practiced in charging short distances, jumping trenches and hurdles, jumping in and vaulting out of trenches, etc.

Classes for Officers and Non-Commissioned Officers.

18. All company officers and non-commissioned officers must be trained as bayonet instructors in order that they may be able to teach their men this very important part of a soldier's training, which must be regularly practiced during the whole of the service at home and during the rest periods behind the firing line.

Conduct of Classes.

19. The class is always formed in two ranks facing each other, with a two-pace interval. The instructor goes wherever necessary, but while demonstrating a movement he should station himself to one flank and in prolongation of the center line between ranks.

Each lesson is begun with a series of quickening movements, exercises, or games (all men like to play games) which develop coordination of the muscles used in bayonet combat. After combat practice, the instructor should review movements taught in the recruit course and correct all errors in detail. This will correct faults induced by simulated individual fighting.

20. Since the bayonet will be used in trenches which turn at the traverses, communication trenches, etc., to the right as well as to the left, it is necessary to teach men to use the rifle with either hand in front. This in order always to present the bayonet to the enemy before the body.

Men learn to use the piece left-handed (right hand in front) with but little practice, and many prefer it. It has the advantage of placing the stronger arm in front, where it directs the piece better and adds strength to the parries.

Size of Class.

21. The maximum number of men to be instructed by one trainer is twenty; better results will be obtained with classes of ten. Each man requires individual instruction and supervision. Large classes make this impossible.

To Teach a Position.

22. First demonstrate the position and explain all essential points, giving reasons for them. Then show the position again, making the class observe each movement, so that from the

very beginning of his training a man is taught to use his eyes and brain. Order the class to assume and practice the position just explained. Pick out the man who shows the best position and have the class look at and copy him. His position will not be ideal, but it is more nearly correct than those assumed by the remainder, who, being beginners, cannot distinguish between a good position and an ideal one.

Do not make the mistake of trying to get a class of beginners to idealize at once; only by constant practice and continual correction can perfection be obtained.

For closer personal instruction, the instructor may call out the men by pairs, letting the others practice at will the positions and movements already taught.

Do everything you can to encourage the men to practice with the bayonet, training stick, etc., while off duty around barracks or camp, while at rest during other drills, etc. Utilize your own rest periods for short talks on the use and spirit of the bayonet.

Signals.

23. In practicing the various movements, the use of signals should be begun as early as practicable. Their object is to coordinate the eyes with the muscles, thus training the men to see and to avail themselves quickly of openings. The signals were devised to supersede the vicious custom of turning bayonet work into a drill by the use of commands, which deadens a soldier's initiative and ignores the training of his eye.

These signals are not imitations of the movements they call for; imitations would be of little advantage to the pupil. The idea is to indicate with the trainer's hand an opening which the pupils perceive and act upon.

The signals, easily learned, will be used by the men working in pairs—one signalling, the other thrusting, etc.

To signal for the following positions or movements, the trainer moves as indicated:

Guard.—Assume it, left hand at back, right elbow at side, right forearm pointing to front, fist closed.

Short Guard.—Same as guard, except that the arm is drawn straight to the rear until the fist is at the right side.

Long Thrust.—Clap the right palm, fingers apart and extended, to that part of the body toward which the soldier is to aim.

Short Thrust.—Same as long thrust, except the fist is closed.

If pupil is not in position of short guard when he gets the signal, he comes to that position and executes short thrust.

Jab.—Place both closed fists under the chin.

Parry.—Strike a blow diagonally across the body in the direction the parry is to be made, fist closed. Follow by signal for thrust.

Butt Strokes.—Make an upper cut with the fist to indicate a butt stroke to the crotch, a right hook for butt stroke to the jaw, an overhand swing for butt stroke to the head.

Slash (following butt stroke).—After butt stroke signal, carry the hand upward, fingers extended and joined, and slash down.

Disengage.—Describe an arc with the right hand, fingers extended and joined, in the direction the disengage is to be made. Make the arc with a forward motion. Follow by signal for thrust.

Cut-Over.—Describe an arc up and forward with the right hand, fingers extended and joined, in the direction the cut-over is to be made. Follow by signal for thrust. In executing the movements the point of the bayonet follows the movement of the trainer's hand, regardless of the relative right or left. When the trainer wishes the pupil to step forward with the rear foot in making any of the movements, the trainer steps to the rear as he gives the signal.

SECTION IV.

GENERAL INSTRUCTIONS FOR BAYONET TRAINING.

Practice and Combat.

24. (a) Scabbards will not be removed from the bayonet except for thrusting at dummies and practice at withdrawal boards.

(b) The guard, withdrawal, thrusts, parries, and the jab will be taught first with the left, then the right, foot forward. Later the men must become ambidextrous in handling the rifle.

(c) The withdrawal position after a long thrust is the starting position for a short thrust. The short thrust naturally follows a long thrust.

(d) From the outset the class will be practiced frequently in making short charges in the open. This is a good quickening exercise, and it also develops the leg muscles.

(e) A target to thrust at will always be named when working by command; or if by signal, by position of hand or training stick; it will also be clearly marked on all dummies.

(f) Ranks working together must always be far enough apart to prevent accidents when thrusts are being made. When thrusts are made advancing, the ranks will change positions by coming to high port, double timing past each other and turning about. When working against dummies men will always continue the movement past the dummies, which they will leave on their right.

(g) The withdrawal, once taught, will be made after each thrust. After a thrust, advancing rear foot or on the advance, the hand will always be moved up the rifle on the withdrawal.

(h) The padding of the training stick will be as small as is consistent with safety.

(i) In the second practices the thrusts will also be practiced deliberately and progressively on dummies placed, as a preparation for assault training, in positions of increasing difficulty, *e. g.*, on parapets and steps of shallow trenches and in fire and communicating trenches.

(j) The entire five lessons will be taught right-handed before any left-handed practice is allowed.

(k) Jumping will usually be done from the high port by throwing the piece sharply to the front on taking off and bringing it back in on landing. Some men jump hurdles very easily by holding the rifle in the guard position and throwing it up quickly on taking off. The grasp of the hands remains the same, and the piece is started down again when the man is at the highest point in



PLATE 2.—JUMPING.

his jump, thus bringing him down in a good position for thrusting. This applies the principle of jumping with weights. (Plate 2.)

25. The system of training herein prescribed is based on the direct appeal to the student's brain through his eye, his natural

instinct being utilized to the greatest extent, and the maximum amount of time being spent in practicing at will what has been shown him by the instructor. Instruction by demonstration rather than by word of command is to be the invariable method.

26. Each detail, after receiving individual instruction, will double-time back to its place in ranks, and will practice what they have been previously taught, correcting one another's faults.

At least once during each lesson the class should be formed in two ranks for the following exercise: As the instructor, who carries a training stick, approaches each man, that man will come to guard and threaten the instructor with his point as long as he is sufficiently near to attack. If the instructor holds the padded end above his waist line, a parry is required; if below, a butt stroke or kick. If the ring is presented, a thrust is required. The stick is "dead" when the ring is on the ground.

27. The following sequence will be adhered to in each lesson:

All instruction will first be demonstrated to the class by the instructor with a man, at a dummy or with a training stick. The class, in class formation, will then practice at will all they have previously learned while the instructor gives each detail of two men individual instruction in the present lesson. The size of details may later be increased, according to the proficiency of the class. At the conclusion of the hour the instructor may review *previous* lessons by words of command.

28. The instructor must encourage the men to cultivate a facial expression of sternness, strength, eagerness to fight, and confidence in winning.

SECTION V.

TRAINING OUTLINED AND MOVEMENTS EXPLAINED IN DETAIL.

29. Bayonet training may be divided into:

(a) The recruit course, which consists of five lessons, and assault training.

(b) The trained soldiers' daily practice, which constantly reviews the principles taught the recruit and combines the assault with musketry and grenade warfare.

30. The recruit course is so arranged that after six weeks

service he will be able to begin the assault training. (Note: It is assumed that the first two weeks of a recruit's service will be given over to drawing equipment, vaccinations, inoculations, etc.) He will receive one hour instruction each day, given in two parts of half an hour each. The men will wear only such clothing as will permit freedom of movement in the training. Shoes should be hobbled in order to prevent slipping. Helmets, belts and packs may be required in tests and competitions.

LESSON I.

Vulnerable Parts of Body.

31. The point of the bayonet should be directed against an opponent's throat, especially in hand-to-hand fighting, so that the point will enter easily and make a fatal wound on penetrating a few inches. Also being near the opponent's face, it tends to make him flinch. Other vulnerable and usually exposed parts are the face, chest, lower abdomen, thighs, and, when the back is turned, the kidneys. The arm pit, which may be reached with a jab, if the throat is protected, is vulnerable because it contains large blood vessels and a nerve center.

Four to six inches penetration is enough to incapacitate and allow a quick withdrawal, whereas if a bayonet is driven home too far it is often impossible to withdraw it. In such cases a round must be fired to break up the obstruction.

Guard.

32. Point of the bayonet directed at the base of the opponent's throat, the rifle, not canted, held firmly but not rigidly with both hands, the left hand, palm against side of rifle, at the



PLATE 3.—GUARD.

most convenient position in front of the rear sight so that the left arm is only slightly bent, the right hand, palm to the left and just over the navel, grasping the small of the stock, the right forearm pressing the upper part of the butt to the body, legs separated as in taking a natural step and meeting with resistance. left foot leading, left knee slightly bent. feet separated laterally a few inches and both feet flat on the ground, toes pointed as the man naturally points them in walking. The weight is balanced over both legs.

The position must not be constrained in any way, but must be one of aggression, alertness, and readiness to go forward for instant attack.

The guard position will also be taught with the right foot in front. (Plate 3.)

Reasons.

The point of the bayonet is directed at the base of the opponent's throat because that is the most vulnerable part of the body. The rifle is held with both hands to give the greatest strength. The barrel is up; *i. e.*, "not canted," because this is the most offensive way of holding it. The palms of the hands are against the sides of the rifle because in this position the piece is not canted, and also the wrists are not bent in making the parries. The hands are in the positions described because they give the best grip of the rifle and get it well advanced toward the opponent so that he can be reached with a minimum movement of the rifle; at the same time sufficient play is allowed to run him through. The legs are separated as in taking a natural step and meeting with resistance because this is what actually happens to a man in bayonet combat. Separating the feet laterally a few inches gives the man a broader and firmer base. The position is not constrained because if it were the muscles would soon tire and freedom of motion would be lost.

Common Faults.

- (1) Leaning body back.
- (2) Left arm too much bent, or too straight.
- (3) Right hand held too low and too far back.
- (4) Rifle grasped too rigidly, restraining all freedom of motion.

Short Guard.

Left hand grasping rifle just under stocking swivel. left arm slightly bent, right hand grasping small of stock, stock against right hip. Point directed at base of opponent's throat. Body, legs, and feet as in guard.

Rest.

33. Assume a position of rest in the easiest way without moving the feet. (Plate 4.)

High Port.

34. From the position of guard, without changing the grasp of the hands, carry the piece diagonally across the body until the left wrist is level with and in front of the left shoulder.

When jumping ditches, surmounting obstacles, etc., the position of the piece is approximately maintained with the left hand alone, leaving the right hand free. The high port is adopted only when actually preparing to assault. At other times the rifle is carried on the shoulder, at the trail, or slung, according to circumstances.

Long Thrust.

35. Grip the rifle with all your strength and vigorously deliver the point from the guard position to the full extent of the left arm, extending quickly the whole body to the front, butt running along the inside of and against the right forearm. If in making the thrust the right elbow is carried low, so as to clamp the butt between the right forearm and the right side of the body, it furnishes a brace against the point being forced aside. In delivering the thrust the butt remains between the right forearm and the body.

The leading knee and ankle are well bent, the rear leg braced with the heel raised, the body inclined well forward.

The power of a thrust comes from the right arm, the shoulders, the back, the legs, and the weight of the body. The left arm is used more to direct the point of the bayonet. A delivered thrust throws a man off his balance, but in fighting this is instantly recovered by stepping forward with the rear foot. After a man has learned the details of a thrust it will always be delivered



PLATE 4.—REST.

while advancing. *The eyes must be fixed on the object at which the thrust is made.*

In making thrusts other than straight to the front, the leading foot should move laterally in the same direction in which the thrust is made.

The long thrust is made at an opponent at a range of about 5 feet from the attacker's eye. It is very important to be able to judge this distance. In advancing on a dummy, men are prone to let the momentum of the body carry the point through the dummy without making the thrust. This must be guarded against, as it brings your point forward at the same rate of speed as your body, which is fairly uniform and easily judged. The darting forward of the point at the last instant gives a speed that is harder to judge. (Plate 5.)



PLATE 5.—LONG THRUST.

Reasons.

The rifle is gripped hard because the point, in entering the body, will meet with great resistance. The leading knee and ankle are well bent, the rear leg braced with the heel raised and the body inclined well forward, because in this position the maximum amount of reach and power are obtained in the thrust. The rear foot is always brought forward in order to preserve the balance, and also because the thrust will usually be made advancing. The eyes must be fixed on the object aimed at in order to secure a hit.

Common Faults.

- (1) Rifle drawn back just before delivering thrust.
- (2) Elbow and butt of rifle held as high as or against the right shoulder.
- (3) Eyes not directed at object.
- (4) Leading knee not sufficiently bent.
- (5) Body not inclined forward enough.

- (6) Failure of point to go forward on a straight line.
- (7) Butt not braced against inside of right forearm.
- (8) Doing too much work with the arms and not getting the body into it.

Withdrawal from Long Thrust.

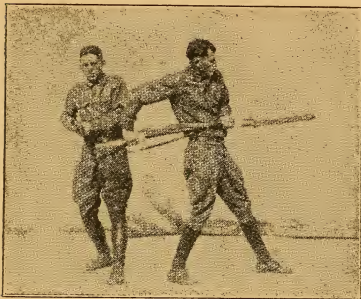


PLATE 6-A.—WITHDRAWAL FROM
LONG THRUST.



PLATE 6-B.—WITHDRAWAL FROM
LONG THRUST AT PRONE DUMMY.

36. To withdraw the bayonet after a "long thrust" has been delivered, jerk the rifle straight back until the right hand is behind the hip, this without unduly relaxing the grasp of the small of the stock, and immediately resume the "guard" position.

Don't try to do all the work with your arms. Carry the weight of your body to the rear by straightening out the leading leg and straightening the body up at the waist. Yank the piece to the rear with the shoulders and arms. If the leverage or proximity to the object transfixes renders it necessary, the left hand must first be slipped toward the muzzle, and when a pupil reaches the stage of delivering a "thrust" while advancing on a dummy or thrusting ring, he will adopt this method.

After every thrust, make a rapid withdrawal before coming to guard. A quick withdrawal is necessary to get ready to meet another enemy, to prevent the one just stuck from bending your bayonet in falling, and to prevent him attempting to

injure you. Men still have fight left in them after you stick them unless you hit a vital spot, but when the bayonet comes out and the air sucks in and they begin to bleed on the inside they feel the pain and lose their fight. (Plates 6-A and 6-B.)

Common Faults.

- (1) Not making withdrawal vigorously enough.
- (2) Not drawing bayonet back on line of penetration, *i. e.*, letting butt drop.

First Practice, Thrusting at Changing Targets.

37. The class, working in pairs, with the instructor supervising, should be practiced in thrusting in various directions, *e. g.* (1) at the opposite man's hand, which is placed in various positions on and off the body; (2) at thrusting rings, etc., tied on the ends of sticks. This practice must be done without word of command.

Second Practice, Thrusting at Discs on Dummies.

38. The men will be taught to transfix a disc or circle painted on a dummy, first from a halt at a distance of about 5 feet from the dummy (*i. e.*, the extreme range of the bayonet), and then, after advancing three or more paces, later increasing the distance and speed as the men progress. The advance must be made in a practical and natural way, and should be practiced with either foot to the front when the thrust is delivered. The rifle must never be drawn back just before making a thrust in a forward movement. The impetus of the body and the forward stretching of the arms supply the maximum force.

The bayonet must be withdrawn immediately after the thrust has been delivered and a forward threatening attitude assumed to the side of or beyond the dummy.

Unless the rifle is firmly gripped, it is liable to injure the hand. By gripping the rifle as far back on the small of the stock as the comb will permit, the forefinger will be saved from being cut by the trigger guard.

To guard against accidents, the men must be at least 5 feet apart when the practice is carried out collectively.

The principles of this practice will be observed while thrusting at dummies in trenches, standing upright on the ground, or suspended from gallows. They should be applied at first slowly and deliberately, for no attempt must be made to carry out the assault training before the men have been carefully instructed in and have thoroughly mastered the preliminary lessons.

LEFT
LOW.



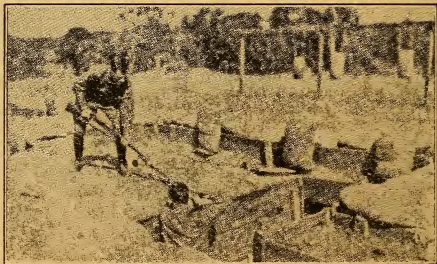
RIGHT.

RIGHT
LOW.

LEFT.



FROM
PARAPET.



FROM
TRENCH.

PLATES 7-A, B, AND C.—PARRIES.

LESSON II.

The Parries.

Parry Right (Left).

39. From the position of guard, vigorously straighten the left arm without bending the wrists or twisting the rifle in the hands, at the same time engaging opponent's piece and deflecting it just clear of your body, forcing your body forward to the full extent of your reach. Keep the barrel up, the point threatening the opponent's body, preferably his throat. If the parry right is properly made, it is easy to kill the opponent with the thrust which immediately follows—in fact, the opponent will usually impale himself on your point. In parry left the point is carried out of line with your opponent's body, but can be quickly brought back, as it is nearer this line than the opponent's point. Parry left is followed up at once either with a thrust or a butt stroke to the ribs or jaw. During the parry the eyes must be kept on the point of the weapon being parried, but, having completed the parry, the eyes are instantly fixed on the part of the opponent's body to be attacked. (Plates 7-A, 7-B, and 7-C.)

Fending Off.

In addition, practice must be given in fending off the opponent's point with *either bayonet or rifle in any position.*

Common Faults.

- (1) Wide sweeping parry with no forward movement in it.
- (2) Eyes taken off the point of the weapon to be parried.
- (3) Making the arms do all the work and not getting the weight, strength, and momentum of the body into the parry.
- (4) Parry lacking force.

Men should be taught to regard the parry as an offensive movement.

Parries will be practiced with the right as well as with the left foot forward preparatory to the practice of parrying when advancing.

Men when learning the parries should be made to observe the movements of the rifle carefully, and should not be kept longer at this practice than is necessary for them to understand what is required; that is, vigorous, yet controlled, action.

First Practice.

The class works in pairs, with scabbards on bayonets; one man thrusts with a stick and the other parries. The "guard" position is resumed after each parry. At first this practice must be slow

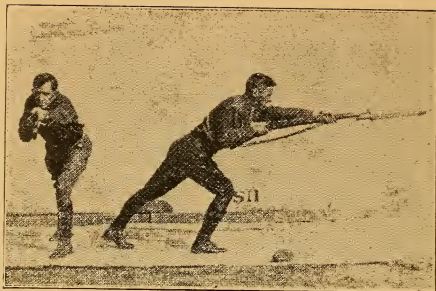


PLATE 8-A.—SHORT THRUST.

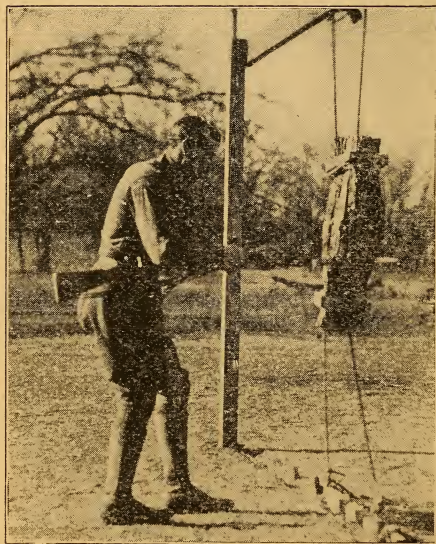


PLATE 8-B.—WITHDRAWAL FROM SHORT THRUST.

and deliberate without letting it become mechanical. It will be increased in rapidity and vigor as the instruction progresses.

Care must be taken that the man thrusting with the stick does not swing it into the man with the rifle. If the man makes sweeping movements with the stick, the man with the rifle will probably develop sweeping parries.

Second Practice.

Sticks long enough to represent the opponent's weapon in the "guard" position should be attached to the dummies and parried.

The men must also be taught to parry thrusts made at them (1) by an "enemy" in a trench when they are themselves on the parapet; (2) by an "enemy" on the parapet when they are in the trench, and (3) when both are fighting on the same level at close quarters in a deep trench.

LESSON III.

The Short Thrust.

40. Shift the left hand quickly towards the muzzle and draw the rifle back to the extent of the right arm, this without unduly relaxing the grasp of the small of the stock, the butt either upwards or downwards, according as a low or a high thrust is to be made; then deliver the thrust vigorously to the full extent of the left arm.

N. B.—The short thrust is used at a range of about 3 feet, and in close fighting it is the natural thrust made when the bayonet has just been withdrawn after a long thrust. If a strong withdrawal is necessary, the right hand should be slipped above the rear sight after the "short thrust" has been made. (Plates 8-A and 8-B.)

Practice.

41. The principles of the two practices of Lesson I should be observed so far as they apply. By placing a disc on each of the dummies, the "short thrust" may be taught in conjunction with the "long thrust," the first disc being transfixed with the long, the second with the short thrust. On delivery of the "long thrust," if the left foot is forward, the "short thrust" would take place with the right foot forward, and vice versa.

"Fend off" will be practiced from the position of the "short thrust."

LESSON IV.

The Jab.

42. From the position of the short thrust, shift the right hand up the rifle and grasp it above the rear sight, at the same time bringing the rifle to an almost vertical position close to the body, and from this position bend the knees, and, with the full force of the body, stepping in if necessary, jab the point of the bayonet upwards into the throat or other part of the opponent. (Plate 9.)

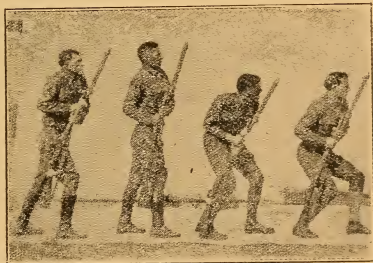


PLATE 9.—JAB.

Reasons.

The rifle is carried almost to a vertical position, because the

jab is used only in close fighting and when embraced by an opponent, and will be made usually at the upper part of opponent's body (throat or armpit). The knees are bent in order to allow the body to impart a powerful upward movement to the bayonet.

Common Faults.

- (1) Rifle drawn backward and not held upright enough.
- (2) Rifle grasped too low with the right hand.
- (3) Doing all the work with the arms and not putting the whole body into it.
- (4) Not pressing the rifle against the leg.
- (5) Jab not vigorous enough and too high.

From the "jab" position men will be practiced in fending off an attack made at any part of them.

The "jab" is employed in close-quarter fighting in narrow trenches and when "embraced" by an opponent.

After any move that carries the point beyond the enemy, if possible, come immediately to the shortthrust or jab position; that is, keep your point between you and your enemy.

LESSON V.

Methods of Injuring an Opponent.

43. It should be impressed upon the class that, although a man's "thrust" has missed or has been parried, or his bayonet has been broken, he can, as "attacker," still maintain his advantage by injuring his opponent.

In individual fighting the butt can also be used horizontally against the opponent's jaw, etc. This method is impossible in trench fighting or in an attack, owing to the horizontal sweep of the bayonet to the attacker's left. In many instances a kick to kneecap or crotch will aid the butt stroke.

A butt stroke or kick will only temporarily disable an enemy, who must be immediately killed with the bayonet.

It should be clearly understood that the butt must not be employed when it is possible to use the point of the bayonet effectively.

Trench or Vertical Butt Strokes.

44. *Butt Stroke 1.*—Swing up the butt at the opponent's crotch, ribs, forearm, etc., using a half-arm blow, advancing with the rear foot.

Butt Stroke 2.—If the opponent jumps back so that the first

butt stroke misses, the rifle will come into a horizontal position over the left shoulder, butt leading. The attacker will then step in with the rear foot and dash the butt into his opponent's face.

Butt Stroke 3.—If the opponent retires still further out of distance, the attacker again closes up and slashes his bayonet down on the opponent's head or neck, the latter if he is wearing a steel helmet. In the event of missing, he will then be in the guard position.

Butt Stroke 4.—If the point is beaten or brought down, the butt can be used effectively by crashing it down on the opponent's head with an over-arm blow, advancing the rear foot. When the opponent is out of distance Butt Stroke 3 can again be used. (Plates 10-A and 10-B.)

Open Ground or Horizontal Butt Strokes

45. *Butt Stroke 1.*—Advancing the rear foot, with a half-arm blow swing the butt up at opponent's jaw.



PLATE 10-A.—VERTICAL BUTT STROKE NO. 1.



PLATE 10-B.—HORIZONTAL BUTT STROKE NO. 1

Butt Stroke 2.—If the opponent jumps back so that the first stroke misses the rifle will come into a horizontal position over the left shoulder, butt leading. The attacker will then step in with the rear foot and slash the bayonet into opponent's face.

If the opponent retires further out of distance, the attacker will now be in the guard position.

46. Butt Stroke 1 is essentially a half-arm blow from the shoulder, keeping the elbow rigid, and it can, therefore, be successfully employed only when the right hand is grasping the rifle at the small of the stock.

47. Butt strokes can only be used in certain circumstances and positions, but if men acquire absolute control of their weapons under these conditions they will be able to adapt themselves to all other phases of in-fighting. For instance, when a man is gripped by an opponent so that neither the point nor the butt can be used, the knee, brought up against the crotch or the heel stamped on the instep, may momentarily disable him and make him release his hold.

48. When the classes have been shown the methods of using the kick, the rifle butt, and the knee, they should be practiced on the stick, *e. g.*, fix several discs on a dummy and make a thrust at one, use the knee on another fixed low down, jab a third, and so on.

Light dummies should be used for practice with the butt, in order to avoid damage to it.

49. For other methods of injuring an opponent, see "Hand-to-Hand Fighting," published by the Infantry School of Arms for use in training the United States Army.

To Disarm an Opponent.

50. Fend off opponent's thrust with your right hand. Step forward and seize his left hand with both of yours, your left under his palm, your right over his fingers. Give a sharp twist outward.

51. Parry opponent's thrust with your left hand. Step in and seize his left wrist firmly with your right hand; grasp the rifle just below the bayonet with your left hand, back of hand down, and swing it violently upward and over to the right, at the same time stepping in and kicking or bringing your left knee into the lower part of your opponent's body.

52. Parry opponent's thrust outward with your right hand; stepping in, kick him in the crotch or on the shin. Grasp the rifle just below the bayonet with your right hand, back of hand

down, and swing it upward and over to the left; force the point of the bayonet to the ground, and, stepping in, back-heel your opponent.

SUMMARY OF LESSONS.

53. *Lesson I:*

- (1) Short talk on use and spirit of the bayonet.
- (2) Explain vulnerable parts of body.
- (3) Take class to withdrawal boards and show them the necessity for a strong jerk in withdrawing. Then let class practice same sharp jerk on withdrawal from dummy.
- (4) Fall class in. Explain and cause them to take the usual formation for instruction. Demonstrate guard. Class practices this while instructor corrects faults.
- (5) Demonstrate high port from guard. Advancing in guard position short charge, quickening exercise.
- (6) Demonstrate long thrust, getting full reach, withdrawal and return to guard. Class practice at will, slowly at first, then



PLATE 11.—ATTACKING WITH TRAINING STICK.

increasing speed, instructor correcting faults. Repeat at dummies, advancing long thrust at dummies, slipping left hand up to withdraw. From now on all long thrusts will be made while advancing, the left hand being slipped up for the withdrawal.

(7) Thrusting at ring while advancing, hand slipped up for withdrawal as at dummies and either foot being brought up.

if necessary, to obtain movement of the hand. First demonstrated by instructor; then done by the men, working in pairs, as master and pupil, and correcting each other's faults.

(8) Thrusting at hand, by signal. Same as (7).

Lesson II.—Parries.

(9) Review Lesson I.

(10) Demonstrate parries. Have class execute; instructor correct errors. High and low parries, taught from trench and parapet.

(11) Master and pupil, parries by signal.

(12) Man with rifle parry thrust from training stick. Thrust made very slowly at first.

(13) With training stick, parry thrust made by charging opponent.

Note.—Attacker starts at high port, then comes to guard, and when within about 5 feet of defender removes right or left hand, according to whether attack is made on left or right side. (Plate 11.)

(14) At dummies—advance, parry stick, and thrust (training stick attached to dummy to represent enemy's weapon).

Lesson III.—Short Thrust.

(15) Review previous lessons.

(16) Explain when used. Demonstrate at two dummies placed in suitable positions. (This should be done by instructor advancing, making long thrust, slipping left hand up and withdrawing. He is then in short-thrust position, and will deliver short thrust, advancing rear foot.)

(17) Advancing long thrust; withdraw, slipping up left hand; advancing, short thrust; withdraw, slipping up right hand under left. At hand by signal; at thrusting ring and at dummies.

(18) Fend off from short-thrust position.

Lesson IV.—Jab.

(19) Review previous lessons.

(20) Explain when used. Demonstrate at dummies. (Instructor advances, makes long thrust, withdraws; makes short thrust, withdraws; lowers butt and from this position delivers jab, advancing rear foot, if necessary.)

(21) Advancing long thrust, short thrust, and jab by hand signal, at thrusting ring and at dummies.

(22) Fend off from jab position.

Lesson V.—Butt Strokes, etc.

(23) Review previous lessons.

(24) Explain and demonstrate vertical and horizontal butt strokes, using dummies.

(25) Butt strokes practiced by hand signal, at padded end of training stick and at dummies.

(26) Toe to knee, heel to instep and knee to crotch, using padded end of stick.

(27) Demonstrate disarming tricks, bone-breaking holds, etc.

54. Having completed the five lessons as above described, the recruit is ready to begin the assault training, reviewing each day, however, the movements of the recruit course.

EXERCISES USED IN OBTAINING GOOD DIRECTION AND QUICKNESS.

Circle Exercises, Hand Parries, etc.

55. (a) At the command "Form circle," the pupils, not more than ten in number, form in a circle, *facing* the trainer with an interval of about three paces, at the position of "guard," bayonet scabbards on. The trainer thrusts in varying order with the training stick at the pupils, who "parry" from the position of "guard," "short guard," and "jab," and thrust or rush in and jab at trainer, who retires rapidly.

(b) *Face the pupils about.*—At a touch from the "training stick," the pupil whirls about and attacks the thrusting ring with the thrust or jab, as the distance between his point and the stick indicates. If the ring is holed, the withdrawal is made and the position of "guard" resumed. If the first effort is a miss, the pupil will come on with "short thrust" and "jab" until successful.

If the trainer presents the padded end of the stick, the pupil makes butt stroke one at it. If this is a miss, he comes on



PLATE 12.—CIRCLE EXERCISE.

with butt stroke two, etc., until he hits the padded end. As soon as he hits it he resumes the guard, facing out. To practice the pupil in all the butt strokes, the instructor jerks the stick away a short distance just before butt stroke one; hits it, causing the pupil to miss and come on with butt stroke two. Just before butt stroke two hits the stick, the trainer again jerks it away, causing the pupil to miss and come on with a slash. (Plate 12.)

(c) Men in pairs, one with rifle in guard position, the other on either side offers the ring or padded end of the stick in varying positions in front and behind. The man with the rifle attacks the stick as laid down in paragraph (b).

(d) To practice "long thrust," "short thrust," and "jab" against an opponent:

One line of men, with bayonets and scabbards placed at long thrusting distance before a line of men without arms.

The armed men make a long thrust, stepping in; at a hand signal made by the unarmed men, the latter step back and with the other hand fend the thrust, grab and hold the bayonet to give the withdrawal the necessary resistance. At a second signal the attack is continued by the short thrust, stepping in, the retreat and fend repeated. The two men, now being at close quarters, a signal for "jab" is made, the defender grabbing the bayonet and resisting the stroke.

The fend should not be made with the hand indicating the point of attack. The signaling hand should remain in place as a point at which to aim. The signal should be made with the hand on the side of the body at which the attack is to be made. In this way the bayonet is quickly pushed outside the line of the body with the other hand.

Wooden Rifles and Personal Combat.

56. The wooden rifle, like boxing and wrestling, introduces into the training the most important element of personal contact, without which the true fighting spirit cannot be properly developed. The work with the wooden rifles is very slow and easy at first, the men gradually working up speed until they come together at full tilt. Gloves, masks, and plastrons will always be worn, and the instructor is responsible for the prevention of serious accidents. Men begin this combat practice by both standing still; then one advances at a walk, the other standing still; then both advancing at a walk; then one man running, the other standing still, and, finally, both men advancing at a run.

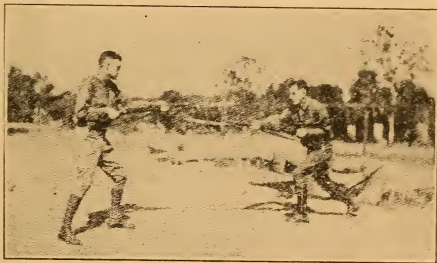
Disengage.

Drop the point of the bayonet slightly with the left hand and bring it up on the opposite side of the opponent's piece, coming in at the same time. The point should go forward about a foot in the act of passing under the enemy's rifle. (Plates 13-A, B, and C.) (*Note.*—If the opponent's point is held low, bring your piece to the opposite side by passing it over his. This is the "Cut Over.")

Combat Practice— Rushing.

57. Place two men 20 yards apart in the "guard" position. At signal, they charge each other. Unless a clean, hard hit is made in 20 seconds, they will be separated and a hit counted against each. Never allow men to fight for more than one hit in any assault.

Occasionally require men to hold the piece at "short-guard." This compels in-fighting.



PLATES 13-A, B, AND C.—DISENGAGE.

If, during the above rushing, there appear any of the following mistakes, fall out the responsible men and let the trainer work with them individually until they recover their form. All tendencies to wildness must be rigorously checked:

- (a) Flagrant loss of aim or balance.
- (b) Light tapping touches.
- (c) Hitting with the side of the bayonet.
- (d) Pushing with the rifle.
- (e) Useless parries or movements of the rifle.
- (f) Slowing up just before the shock.

Rushing in Groups.

58. (1) Let one man receive the assault of two or three others, placed one behind the other at 10 or 15 paces distance.

(2) Let one man receive the assault of two others at 6 paces interval, converging upon his flank, at 20 paces.

(3) Let one man receive the assault of two others at 6 paces interval, converging upon him as they come in.

(4) Have men fight when one is in the trench and one on the parapet, and when both men are in a narrow trench.

(5) Vary these formations in any way that may appear valuable and instructive.

Team Fighting.

59. After the men have attained proficiency in individual combat, squad will be opposed to squad and platoon against platoon, as in the chapter on Assault Practice, men being substituted for dummies.

Trench Combat.

60. In trench combat, when you come to a turn in the trench, make a quick vault in the next sector of the trench. As you land in the next sector, have your rifle in the guard position (on the right side if the trench turned to the left, on the left side if it turned to the right), ready to beat your opponent's weapon aside or make a quick thrust. There is nothing to be gained by looking first, and it insures your enemy being ready for you. If you come to a place alone where one trench enters another about at right angles, it is well to look first, as one man has no show if there is an enemy on each side of the entrance. If you find one side clear, vault in the other without delaying to look. If two men approach such a trench, say, through a communication trench, they approach as nearly on a line as the width of the

trench will permit. One vaults to the right and the other to the left without stopping to find out first whether the trench is occupied.

Assault Practice.

61. This must approximate as nearly as possible the conditions of actual fighting, and is not to be undertaken until the men have received thorough preliminary training and have acquired complete control of their weapons.

In any assault the attackers are necessarily subjected to severe physical exertion, as well as to a great nervous tension, while the defenders are comparatively fresh. Therefore, quick aim and good direction with the bayonet when attacking, while moving rapidly or surmounting obstacles, accurate and vigorous delivery of the thrust, and clean, quick withdrawals are of the greatest importance, and need the same careful attention and constant practice as are devoted to obtaining efficiency with the rifle.

In the assault practice the charge brings the man to the first trench in a comparatively exhausted condition, and the accuracy of the aim is tested by the disc, which can only be "carried" by a true and vigorous thrust and a clean withdrawal.

For this practice the men should be made to begin the assault from a trench 6 or 7 feet deep, as well as from the open, and they should not cheer until close up to the "enemy."

Trench System for Assault Practice.

62. A reproduction of a labyrinth of trenches, with dummies in the "dugouts" and shelters between the trenches, forms an excellent assault practice course. Assaults should be made from all four sides in order to give variety. The edges of the trenches should be protected by spars of baulks anchored back; otherwise constant use will soon wear them out. Cinders scattered over the course will prevent the men from slipping. If gallows cannot be erected, sack dummies should be placed on tripods or on end, as well as lying in trenches or on the parapet, with soft earth, free from stones, under them.

Combined Tactics.

63. If a combined bullet and bayonet course is to be had, an ingenious instructor can arrange some very interesting and practical exercises by combining the tactics of the assault with those of other branches of infantry training.

Training Soldiers Daily Practice.

64. One-half hour a day, on at least five days a week, should

be devoted to the practice of bayonet fighting by trained soldiers. By this daily practice accuracy of direction, quickness, and strength are developed, and a soldier is accustomed to using the bayonet under conditions which approximate actual fighting. This half-hour will be given over largely to assault training, the instructor, however, going back to a short review of any part of the recruit course whenever he deems it necessary. This practice includes:

- (a) Bayonet practice.
- (b) Individual combat.
- (c) Firing at moving, bobbing, and disappearing targets, and rapid fire.
- (d) Counter-charging.
- (e) Combination of musketry, bayonet, and grenade.

SECTION VI.

TACTICS OF THE BAYONET COMBINED TRAINING.

65. It has already been said that the bayonet is one of the most important weapons of the infantry. Therefore, in order to arrive at the correct use of the bayonet, we must bear constantly in mind just what tasks the infantry is called upon to perform. The artillery, with its heavy, long-range guns, is largely responsible for the process of "digging in," but it certainly cannot be expected to shoot the enemy out of position, once he is strongly entrenched. Only the infantry can gain ground, and, similarly, no position is lost until its defending infantry retires.

The sound, well-established tactical principles of the employment of infantry are today unchanged, but the present European War has changed somewhat the application of those principles. Two long opposing lines, with flanks absolutely secure, make any large enveloping movement impossible, and any attack, great or small, local or covering great areas, must be purely frontal.

The underlying idea of all infantry tactics is to close with the enemy as soon as possible and with all the units well in hand. The ideal conditions would be those making possible a quiet, quick, and orderly advance without halting to open fire, but this is impossible with the highly developed weapons of today, and even though some of the attacking infantry managed to close with the enemy, there would be too few left for a bayonet fight. Therefore, in order to make a successful assault, the infantry

must move up under covering fire. To provide this protecting fire, it has equipped itself with the pistol, bayonet, and high-powered rifle, the 1-pounder, trench mortars, the effective hand and rifle grenades, and has called to its assistance its supporting arm—the artillery. The enemy, attempting to protect himself from the terrific fire that he knows will precede the infantry attack, has prepared deep dugouts and bombproofs, in which he often hides until the last possible minute.

Despite the fact that all of the above preparations are simply to give the bayonet man a chance to use his weapon (and to kill as many of the enemy as possible while doing it), it follows that fire action is more important than shock action, for without the fire the shock would be impossible. Therefore, the bayonet men must know how to shoot their rifles and to cooperate with the machine gun, the grenade, and the artillery, and must be so formed that during the assault they can deliver an effective rifle fire, present a solid front to the enemy in the bayonet charge, and be close enough together to furnish mutual moral and physical support.

The wave attack that has been used so much in France was produced in order to furnish the greatest amount of mutual support among automatic riflemen, grenadiers, the 1-pounders, and riflemen, and at the same time to allow the greatest number of riflemen (bayonet men) to close with the enemy in the best formation possible. All of the conditions so far discussed make it imperative that the assaulting troops be perfectly organized, and that they follow their covering fire (barrage) as closely as possible.

As indicated above, the defenders are forced to retire to their dugouts, where they may easily remain too long. An attack has the best chance of succeeding when it can meet the defenders emerging from their dugouts, but if the assaulting troops are met by the defenders on their own parapet, the assault will probably fail. Thus a few seconds will turn the scales, and for that reason the assault must keep moving forward. If firing is possible, it must be done from the shoulder or hip while advancing. The men must rise from the starting trench as one man and advance as one man. Thereafter the advance continues at a steady walk, except for the last 30 or 40 yards before reaching each trench, when the line breaks into a slow double time, finishing up the last few yards at a run and without yelling. This favors the surprise element. Once in the enemy's trench, shock action is impossible,

and it is merely a question of our ability and will to use the bayonet.

The bayonet man, when working in the trenches with grenadiers, must cover their advance, prevent them from being rushed, and clear the way for further progress, never forgetting, in his desire to use the bayonet, that he is also master of the bullet. In the actual melee, however, the enemy must be killed with the bayonet, since the bullet would probably be as dangerous for friend as for foe.

Darkness or surprise effect sometimes replaces the covering fire. Surprise is always of great assistance to the bayonet man, and at night all available cover can be easily used, but long, careful training and frequent rehearsals of the particular attack are necessary to prevent confusion during night operations.

To sum up, the bayonet is only an offensive weapon, and its users must move over short distances straight up to the enemy's position and without halting to fire. All the other details of an assault are to give the bayonet man an opportunity to close with the enemy, and the success of an attack depends upon, first, whether or not sufficient men can reach the enemy, and, second, having closed with him, whether or not they are imbued with the spirit of the bayonet.

Any number of excellent combined problems may be worked out. The following are some that will prove particularly interesting and instructive. In the solution of these problems a trench system must be had, umpires used, and often it will be necessary to arrange distinguishing marks for opposing sides:

(1) A detachment of Reds is ordered to attack a certain point in a quiet Blue front line trench and capture one or more prisoners.

(2) The conduct of a Red detachment while driving a Blue detachment down Blue's communication trench to his second line trench.

(3) A Red patrol of bombers and bayonet men in No Man's Land at night unexpectedly encounters a Blue patrol.

(4) Reds have assaulted and taken a Blue position, and are engaged in consolidating it when Blues counter attack:

(a) Reds have plenty of ammunition.

(b) Reds have no ammunition.

(Note.—Reds may or may not have automatic rifle.)

(5) Defending Reds to meet assaulting Blues with a counter charge.

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